EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	1	(line and expand$3 and pixel and shade and area and edge).CLM.	US-PGPUB	OR	ON	2006/09/01 14:47

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	8	345/597.ccls.	US-PGPUB; USOCR; EPO; JPO; DERWENT	OR	ON	2006/09/01 14:52

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S355	4	S354	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:04
S354	4	382/266.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:04
S353	1	382/272.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:04
S352	8	382/269.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:04
S350	4	382/266.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:04
S235	1	382/272.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:04
S351	4	S350	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S348	4	382/266.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S347	0	S346	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03

EAST Search History

S346	0	382/272.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S345	0	382/264.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S344	3	S343	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S343	3	382/258.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S237	0	382/264.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S223	4	382/266.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:03
S342	0	382/258.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S341	0	S340	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S340	0	382/206.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S339	0	382/202.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02

EAST Search History

S338	0	S337	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S337	0	382/258.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S336	0	382/202.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S219	0	382/258.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S206	0	382/202.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S200	0	382/202.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:02
S335	6	S334	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:01
S334	6	382/199.ccls. and (cover$3 same pixel same shad$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:01
S332	6	382/199.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:01
S328	82	382/193.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:01

EAST Search History

S326	9	345/441.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:01
S187	6	382/199.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:01
S331	0	S330	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:00
S330	0	382/194.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:00
S329	82	S328	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:00
S327	9	S326	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:00
S325	4	345/443.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:00
S181	4	345/443.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 11:00
S324	24	S323	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S323	24	345/443.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59

EAST Search History

S322	27	345/441.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S321	3	S320	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S320	3	345/441.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S319	14	S318	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S318	14	345/443.ccls. and (cover$3 same pixel same shad$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S317	17	S316	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S316	17	345/441.ccls. and (cover$3 same pixel same shad$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S314	14	345/443.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S313	17	345/441.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59
S176	25	345/441.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:59

EAST Search History

S315	14	S314	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:58
S170	17	345/441.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:58
S312	51	S311	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:56
S311	51	345/617.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:56
S310	62	345/615.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:56
S306	82	345/614.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:56
S304	43	345/612.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:56
S307	82	S306	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:55
S305	43	S304	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:55
S303	17	345/611.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:55

EAST Search History

S167	60	345/615.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:55
S161	16	345/611.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:55
S302	9	S301	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:53
S301	9	345/611.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:53
S158	88	345/611.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:53
S298	95	S297	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S297	95	345/611.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S296	28	S295	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S295	28	345/611.ccls. and (cover$3 same pixel same shad$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S294	27	S293	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47

EAST Search History

S293	27	345/611.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S290	2	(345/428.ccls. or 345/581.ccls. or 345/596.ccls. or 345/597.ccls. or 345/606.ccls.) and (alias$3 and (line same cover$3 same pixel same shad$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S156	25	345/611.ccls. and (cover$3 same pixel same shad$3) and line	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:47
S288	1	345/606.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:46
S287	3	345/606.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:46
S152	1	(345/428.ccls. or 345/581.ccls. or 345/596.ccls. or 345/597.ccls. or 345/606.ccls.) and (alias$3 and (line same cover$3 same pixel same shad$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:46
S289	1	S288	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S286	3	S285	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S285	3	345/597.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S284	13	S283	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45

EAST Search History

S283	13	345/606.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S281	1	345/597.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S148	3	345/606.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S140	1	345/597.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:45
S280	0	345/597.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S279	0	S278	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S278	0	345/596.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S277	7	S276	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S276	7	345/596.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S275	1	S274	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44

EAST Search History

S274	1	345/596.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S272	0	345/596.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S134	0	345/596.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:44
S270	0	S269	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43
S269	0	345/596.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43
S267	30	S266	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43
S266	30	345/581.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43
S265	1	S264	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43
S263	3	345/581.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43
S133	29	345/581.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:43

EAST Search History

S264	1	345/581.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:42
S262	0	345/428.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:42
S131	3	345/581.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:42
S129	0	345/428.ccls. and (alias$3 and ((extend$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:42
S260	1	345/428.ccls. and (alias$3 and ((expand$3 or expans$3) near7 line) and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:41
S259	31	345/428.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:41
S261	1	S260	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:40
S127	29	345/428.ccls. and (line and alias$3 and area and (pixel near5 center))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/08/30 10:40
S258	3	hong-mike.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36
S257	0	S256	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36

EAST Search History

S256	0	hong-zheu.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36
S254	1	S253	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36
S253	1	jiao-yang-jeff.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36
S252	2	jiao-jeff.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36
S126	3	hong-mike.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36
S122	1	jiao-jeff.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/08/30 10:36

Nothing Found

Your search for **+line +expand +pixel +center +shade +interpolating +"y=mx+b"** did not return any results.

You may want to try an Advanced Search for additional options.

Please review the Quick Tips below or for more information see the Search Tips.

Quick Tips

- Enter your search terms in lower case with a space between the terms.

  ```
  sales offices
  ```

  You can also enter a full question or concept in plain language.

  ```
  Where are the sales offices?
  ```

- Capitalize proper nouns to search for specific people, places, or products.

  ```
  John Colter, Netscape Navigator
  ```

- Enclose a phrase in double quotes to search for that exact phrase.

  ```
  "museum of natural history" "museum of modern art"
  ```

- Narrow your searches by using a + if a search term must appear on a page.

  ```
  museum +art
  ```

- Exclude pages by using a - if a search term must not appear on a page.

  ```
  museum -Paris
  ```

Combine these techniques to create a specific search query. The better your description of the information you want, the more relevant your results will be.

```
museum +"natural history" dinosaur -Chicago
```

Nothing Found

Your search for **+line +expand +pixel +center +shade +interpolating +"ay+bx+c=0"** did not return any results.

You may want to try an Advanced Search for additional options.

Please review the Quick Tips below or for more information see the Search Tips.

Quick Tips

- Enter your search terms in lower case with a space between the terms.

  ```
  sales offices
  ```

  You can also enter a full question or concept in plain language.

  ```
  Where are the sales offices?
  ```

- Capitalize proper nouns to search for specific people, places, or products.

  ```
  John Colter, Netscape Navigator
  ```

- Enclose a phrase in double quotes to search for that exact phrase.

  ```
  "museum of natural history" "museum of modern art"
  ```

- Narrow your searches by using a + if a search term must appear on a page.

  ```
  museum +art
  ```

- Exclude pages by using a - if a search term must not appear on a page.

  ```
  museum -Paris
  ```

Combine these techniques to create a specific search query. The better your description of the information you want, the more relevant your results will be.

```
museum +"natural history" dinosaur -Chicago
```

Terms used **line expand pixel center shade interpolating c term**

Found **1** of **185,030**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 1 of 1

Relevance scale

1 A tutorial on developing a computer-controlled camera system

Neil Sullivan, C Durward Rogers, Stephen Daniel

February 1986 **ACM SIGGRAPH Computer Graphics**, Volume 20 Issue 1

Publisher: ACM Press

Full text available: pdf(982.82 KB) Additional Information: full citation, abstract, index terms

A research organization or graphics house often has a need for custom pictures for presentations or other purposes. These pictures may be prohibitively expensive, if not impossible to create, if they are produced by a commercial art firm. For groups that have such a need, an in-house computer-controlled camera may be a solution. To develop a quality system, users will have to overcome a series of electronic, mechanical, photographic and computer-related hurdles. This tutorial deals with adjustme ...

Results 1 - 1 of 1

Terms used **line expand pixel center shade interpolating c coefficient**

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1 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

2 Pixel-planes 5: a heterogeneous multiprocessor graphics system using processor-enhanced memories

Henry Fuchs, John Poulton, John Eyles, Trey Greer, Jack Goldfeather, David Ellsworth, Steve Molnar, Greg Turk, Brice Tebbs, Laura Israel

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(2.01 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces the architecture and initial algorithms for Pixel-Planes 5, a heterogeneous multi-computer designed both for high-speed polygon and sphere rendering (1M Phong-shaded triangles/second) and for supporting algorithm and application research in interactive 3D graphics. Techniques are described for volume rendering at multiple frames per second, font generation directly from conic spline descriptions, and rapid calculation of radiosity form-factors. The hardware consists of up t ...

3 Fast spheres, shadows, textures, transparencies, and imgage enhancements in pixel-planes

Henry Fuchs, Jack Goldfeather, Jeff P. Hultquist, Susan Spach, John D. Austin, Frederick P. Brooks, John G. Eyles, John Poulton

July 1985 **ACM SIGGRAPH Computer Graphics , Proceedings of the 12th annual conference on Computer graphics and interactive techniques SIGGRAPH '85**, Volume 19 Issue 3

Publisher: ACM Press

Full text available: pdf(4.13 MB) Additional Information: full citation, abstract, references, citings, index terms

Pixel-planes is a logic-enhanced memory system for raster graphics and imaging.

Although each pixel-memory is enhanced with a one-bit ALU, the system's real power comes from a tree of one-bit adders that can evaluate linear expressions $Ax+By+C$ for every pixel (x,y) simultaneously, as fast as the ALUs and the memory *circuits* can accept the results. We and others have begun to develop a variety of algorithms that exploit this fast linear expression evaluation capability. In th ...

Results 1 - 3 of 3

Terms used
line expand pixel center shade interpolating slope factor

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Relevance scale

1 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

2 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

3 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

4 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

5 High dynamic range imaging
Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

6 Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

7 Facial modeling and animation
Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

8 Texture mapping 3D models of real-world scenes
Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-

generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

9 Radiance interpolants for accelerated bounded-error ray tracing

Kavita Bala, Julie Dorsey, Seth Teller
July 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 3
Publisher: ACM Press

Full text available: pdf(888.58 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Ray tracers, which sample radiance, are usually regarded as offline rendering algorithms that are too slow for interactive use. In this article we present a system that exploits object-space, ray-space, image-space, and temporal coherence to accelerate ray tracing. Our system uses per-surface interpolants to approximate radiance both interactive and batch ray tracers. Our approach explicity decouples the two primary operations of a ray tracer—shading and visibility de ...

Keywords: 4D interpolation, approximation, data structures, error bounds, interactive, interval arithmetic, radiance, rendering, rendering systems, visibility

10 Computational Approaches to Image Understanding

Michael Brady
March 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1
Publisher: ACM Press
Full text available: pdf(10.04 MB) Additional Information: full citation, references, citings, index terms

11 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain
March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

12 High-performance polygon rendering

Kurt Akeley, Tom Jermoluk
June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4
Publisher: ACM Press

Full text available: pdf(1.73 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a system architecture for realtime display of shaded polygons. Performance of 100,000 lighted, 4-sided polygons per second is achieved. Vectors and points draw at the rate of 400,000 per second. High-speed pan and zoom, alpha blending, realtime video input, and antialiased lines are supported. The architecture heavily

leverages parallelism in several forms: pipeline, vector, and array processing. It is unique in providing efficient and balanced graphics that support interact ...

Keywords: graphics systems

13 State of the art in Monte Carlo global illumination

Philip Dutré, Henrik Wann Jensen, Jim Arvo, Kavita Bala, Philippe Bekaert, Steve Marschner, Matt Pharr

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(5.48 MB) Additional Information: full citation, abstract

Realistic image synthesis is increasingly important in areas such as entertainment (movies, special effects and games), design, architecture and more. A common trend in all these areas is the quest for more realistic images of increasingly complex models. Monte Carlo global illumination algorithms are the only methods that can handle this complexity. Recent advances in algorithms and compute power has made Monte Carlo algorithms very practical and a natural choice for most problems.The purpose o ...

14 Efficient algorithms for local and global accessibility shading

Gavin Miller

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(1.11 MB) ps(13.03 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper discusses the use of two different approaches for computing the "accessibility" of a surface. These metrics characterize how easily a surface may be touched by a spherical probe. The paper also presents various acceleration techniques for accessibility. The idea of surface accessibility is extended to include "global accessibility" which measures the ability of a spherical probe to enter a structure from outside as well as to fit locally on the surface. Th ...

Keywords: aging, surface accessibility shading, visualisation

15 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

16 Two methods for display of high contrast images

Jack Tumblin, Jessica K. Hodgins, Brian K. Guenter

January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(10.28 MB) Additional Information: full citation, abstract, references, citings, index terms, review

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, the

image constrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...

Keywords: adaptation, tone reproduction, visual appearance

17 Leo: a system for cost effective 3D shaded graphics

Michael F. Deering, Scott R. Nelson

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(241.27 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D graphics hardware, antialiased lines, floating-point microprocessors, gouraud shading, parallel graphics algorithms, rendering

18 Splatting without the blur

Klaus Mueller, Torsten Möller, Roger Crawfis

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Publisher: IEEE Computer Society Press

Full text available: pdf(283.67 KB) Additional Information: full citation, abstract, references, citings, index terms

Splatting is a volume rendering algorithm that combines efficient volume projection with a sparse data representation: Only voxels that have values inside the iso-range need to be considered, and these voxels can be projected via efficient rasterization schemes. In splatting, each projected voxel is represented as a radially symmetric interpolation kernel, equivalent to a fuzzy ball. Projecting such a basis function leaves a fuzzy impression, called a footprint or splat, on the scre ...

19 A tutorial on developing a computer-controlled camera system

Neil Sullivan, C Durward Rogers, Stephen Daniel

February 1986 **ACM SIGGRAPH Computer Graphics**, Volume 20 Issue 1

Publisher: ACM Press

Full text available: pdf(982.82 KB) Additional Information: full citation, abstract, index terms

A research organization or graphics house often has a need for custom pictures for presentations or other purposes. These pictures may be prohibitively expensive, if not impossible to create, if they are produced by a commercial art firm. For groups that have such a need, an in-house computer-controlled camera may be a solution. To develop a quality system, users will have to overcome a series of electronic, mechanical, photographic and computer-related hurdles. This tutorial deals with adjustme ...

20 Reality Engine graphics

Kurt Akeley

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(192.63 KB) Additional Information: full citation, references, citings, index terms

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(((line <and> expand <and> pixel <and> center <and> shade))<in>metadata) Search

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

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☐ Check to search only within this results set

Display Format: ◉ Citation ○ Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.

Results for "(((line <and> expand <and> pixel <and> center))<in>metadata)"

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Display Format: ◉ Citation ○ Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.

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4 results found in the Worldwide database for:
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(Results are sorted by date of upload in database)

1 **METHOD FOR BINARIZING LIGHT AND SHADE IMAGE AND RECORDING MEDIUM WHERE BINARIZING PROGRAM IS RECORDED**
Inventor: KATABUCHI NORIFUMI; OHARA SHUICHI; (+2)
Applicant: NIPPON TELEGRAPH & TELEPHONE
EC:
IPC: ***H04N1/387; G06T1/00; G06T5/00*** (+9)
Publication info: **JP2000357226** - 2000-12-26

2 **Gray scaled data generating device which balances width and shade of strokes by repositioning their center line to a predetermined distance from pixel border**
Inventor: NAKAI MASARU (JP); MATSUI MIKA (JP); (+3)
Applicant: MATSUSHITA ELECTRIC IND CO LTD (JP)
EC: G06T5/20
IPC: ***H04N1/407; G06T5/20; G09G5/24*** (+8)
Publication info: **US5909221** - 1999-06-01

3 **CONTROLLER FOR TORCH HEIGHT**
Inventor: SUGITANI YUJI; KANJIYOU YOSHIHIRO; (+1)
Applicant: NIPPON KOKAN KK
EC:
IPC: ***G02B7/36; B23K9/12; B23K9/127*** (+7)
Publication info: **JP63256278** - 1988-10-24

4 **DEVICE FOR SETTING TORCH HEIGHT**
Inventor: SUGITANI YUJI; KANJIYOU YOSHIHIRO; (+1)
Applicant: NIPPON KOKAN KK
EC:
IPC: ***B23K9/127; B23K9/12***; **B23K9/127** (+2)
Publication info: **JP63256279** - 1988-10-24

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1 result found in the Worldwide database for:
line and pixel and center and interpolate in the title or abstract
(Results are sorted by date of upload in database)

1 **Method and apparatus to efficiently interpolate polygon attributes in two dimensions at a prescribed clock rate**

Inventor: PIAZZA THOMAS A (US); HARTOG R SCOTT (US); (+4)

Applicant: REAL 3D INC (US)

EC: G06T3/40B

IPC: ***G06T3/40***; **G06T3/40**; (IPC1-7): G06T1/00 (+1)

Publication info: **US6072505** - 2000-06-06

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line expand center shade interpolate AND

AND

AND

AND

AND

Date of publication of application --- e.g.19980401 - 19980405

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line expand center shade AND

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One letter word or Stopwords are not searchable.

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